

LEVEL DESIGNER

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LOOKING FOR A LEVEL DESIGNER POSITION FROM OCTOBER 2017

EXPERIENCES

[July 2016 - October 2017] Level Designer, Cyanide Studios, France

Cyanide is a french company known for their Action-Adventure and Sports games. I'm currently working as a Level Designer, on **Call of Cthulhu**, on Unreal Engine 4.



Level Design

- **Script events** from simple interactions, to complex puzzle and cutscenes.
- **Design missions and maps** according to the narration.
- **Design and scripts puzzles.**
- **Design and script stealth challenges.**
- **Build levels** according to the mission design.

This experience is composed of a **6 months internship** as a Level Design Intern, and 9 months as Level Designer.

[June 2015 - December 2016] Co-founder, Game & Level Designer, Ultrateam

ULTRAFLOW 2 is an **arcade/puzzle game** for mobiles and tablets which combines the gameplay of air hockey and mini-golf in a chill and minimalist experience. The game is available on Android, IOs and PC.



Level Design

- Designed and built **150 levels** in Unity 3D.
- Managed the difficulty curve.

Game Design

- Designed **new features.**
- Designed the **User Interface.**

[June 2015 - October 2015] Game Design Intern, Paladin Studios, Netherlands

Paladins Studios is a small company located in the **The Hague, Netherlands**. They are working on a **lot of different projects**, from amusement park's video games to consoles games.



Level Design

- In charge of the level design aspect of a **multiplayer stealth game** on mobile.
- Designed **grid based levels** with **multiple paths** for multiple kind of characters.
- **Established a set of rules** to ensure playability in players' customized levels.

Game Design

- Wrote **functional design** and content design documentation.
- Prototyped features on Unity 3D using **C#**.

[July 2014 - December 2014] Level Designer, [Ultraflow](#)



Level Design

- Designed and built **50 levels** in Unity 3D.
- Managed the difficulty curve.

Achievements

- The game reached **4 million** players in September 2016 (all platform).
- **Featured** on **IOS, Android, Windows Phone** and **Amazon store**.
- Getting the «**Top Developer**» badge from Google Editorial Team.
- Finalist at the international Unity Awards and French Ping Awards.

EDUCATION

[2011 - 2016] Master degree in Game Design & Management, [Supinfogame](#)

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|-----------------------|--------------------------|----------------------------|---------------------|
| - Game Design | - Unreal Engine 4 | - UI Design | - Film analysis |
| - Level Design | - Programming | - Interactive Storytelling | - General Knowledge |
| - Unity 3D | - Management | - Economic Design | |

[2011] High School diploma in Science, Lycée Louis Pasteur, Somain, France

KEY SKILLS

LEVEL DESIGN

- Scripting (Blueprint, C#)
- Pacing
- Balancing
- Visual Composition
- Multiplayer Level Design

TOOLS

- Unreal Engine 4
- Unity 3D
- Hammer Source SDK
- The Elder Scrolls Construction Set
- Blender
- Photoshop / Illustrator

GAME DESIGN

- System design
- Balancing
- Functional design
- UI design
- Economic Design

LANGUAGE

- French: Native
- English: Fluent
- Spanish: Basic

MISCELLANEOUS

FAVOURITES GAMES

Arcanum, Bioshock, Darksouls, Metro 2033, Dishonored, Deus Ex, XCOM, Castlevania.

HOBBIES

Science, Cooking, Photography, Glitch art and feed my curiosity with plenty of things.